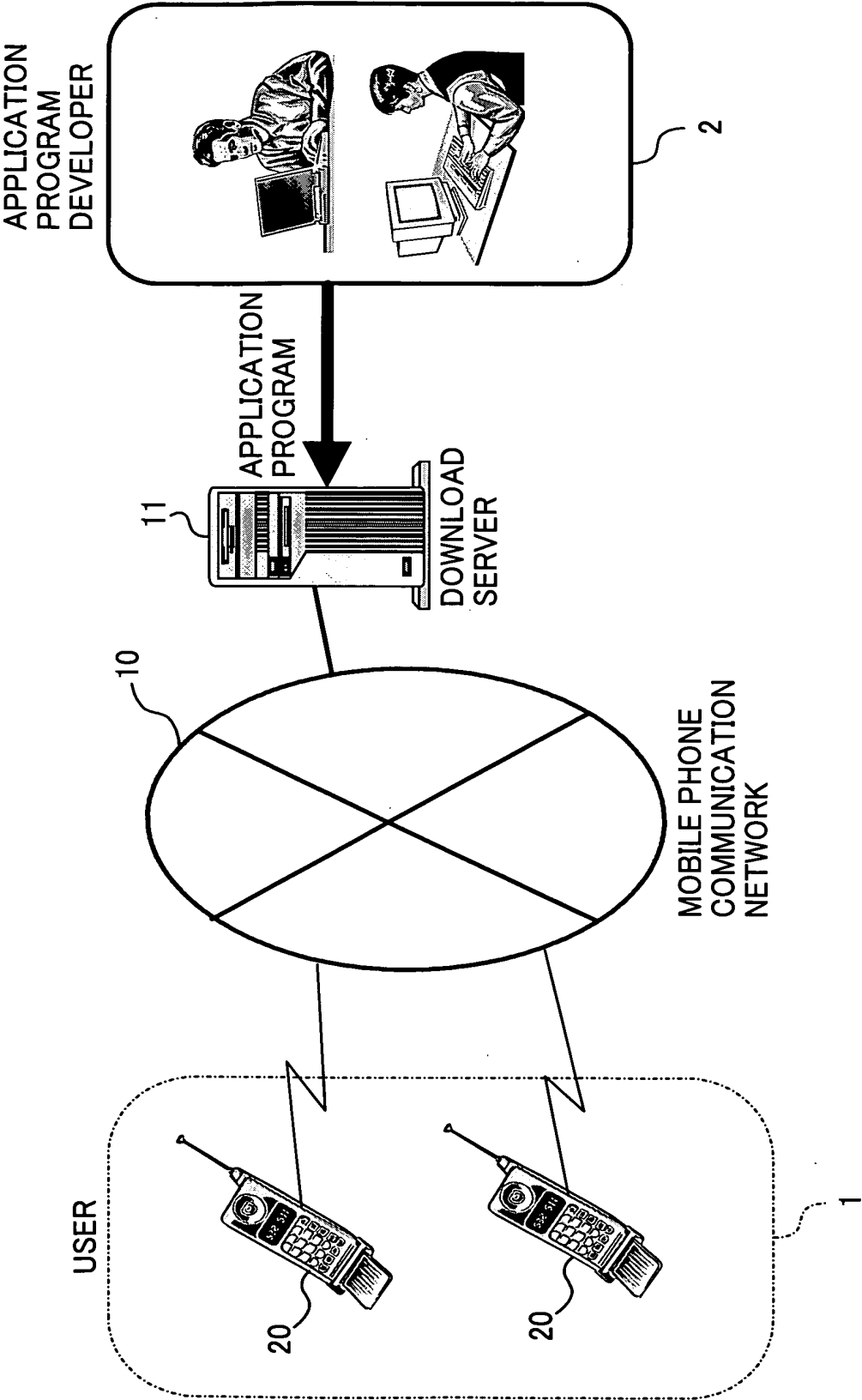
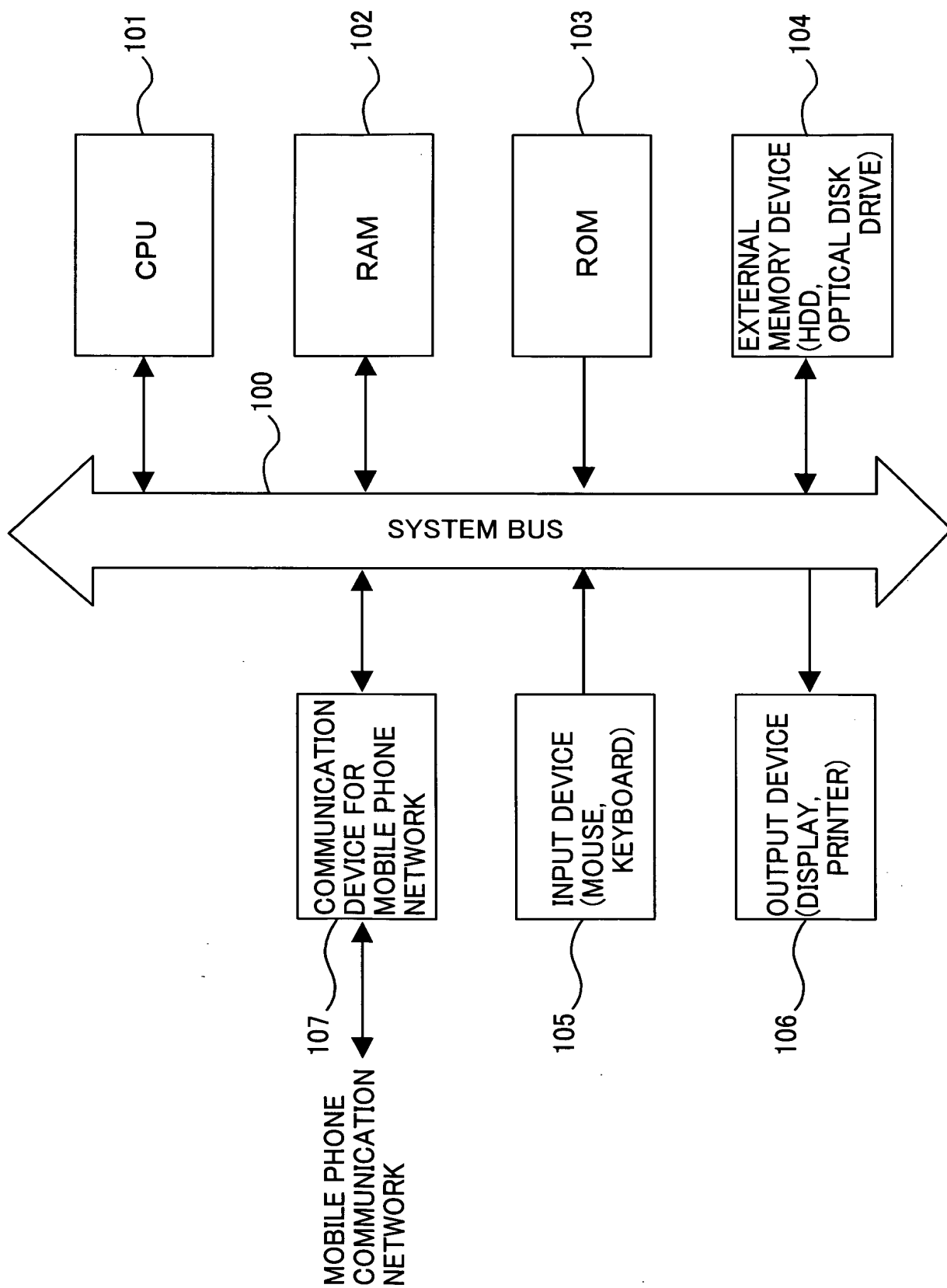


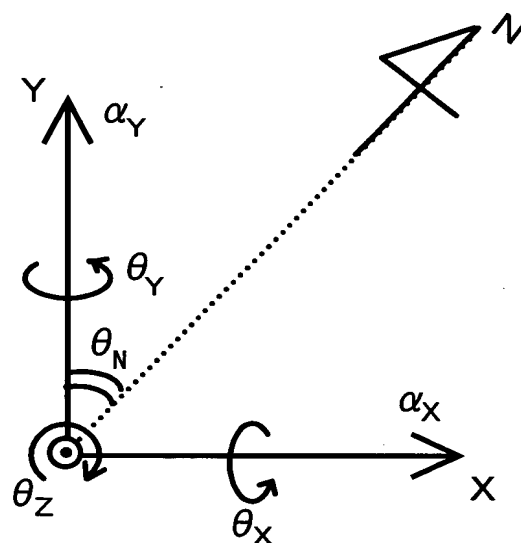
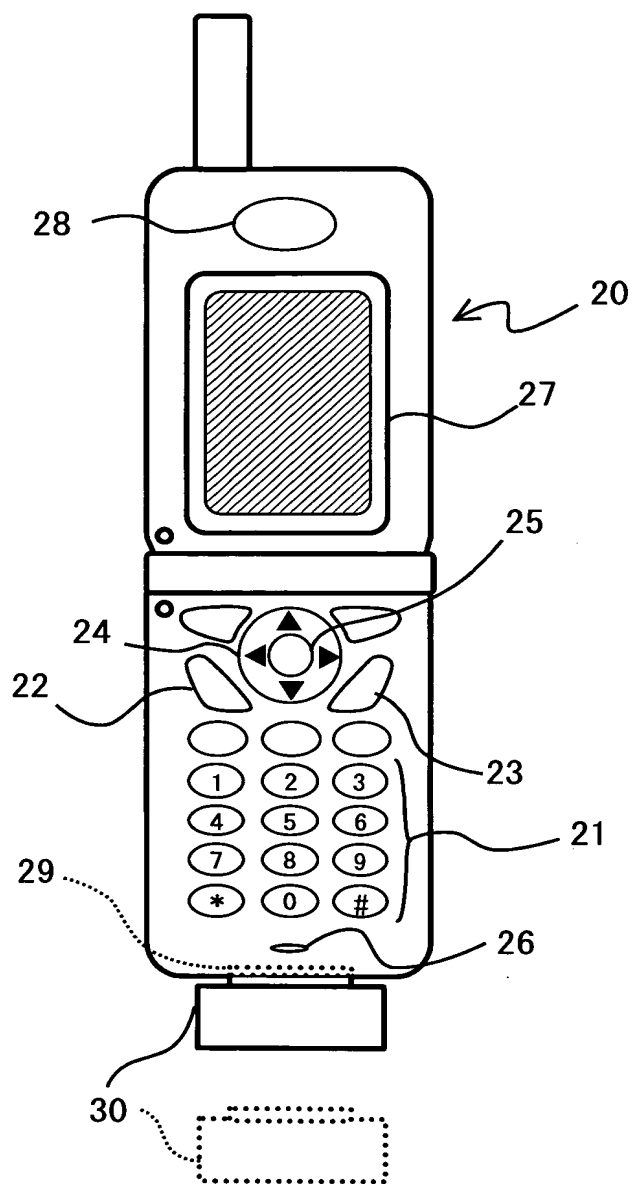
[Fig. 1]



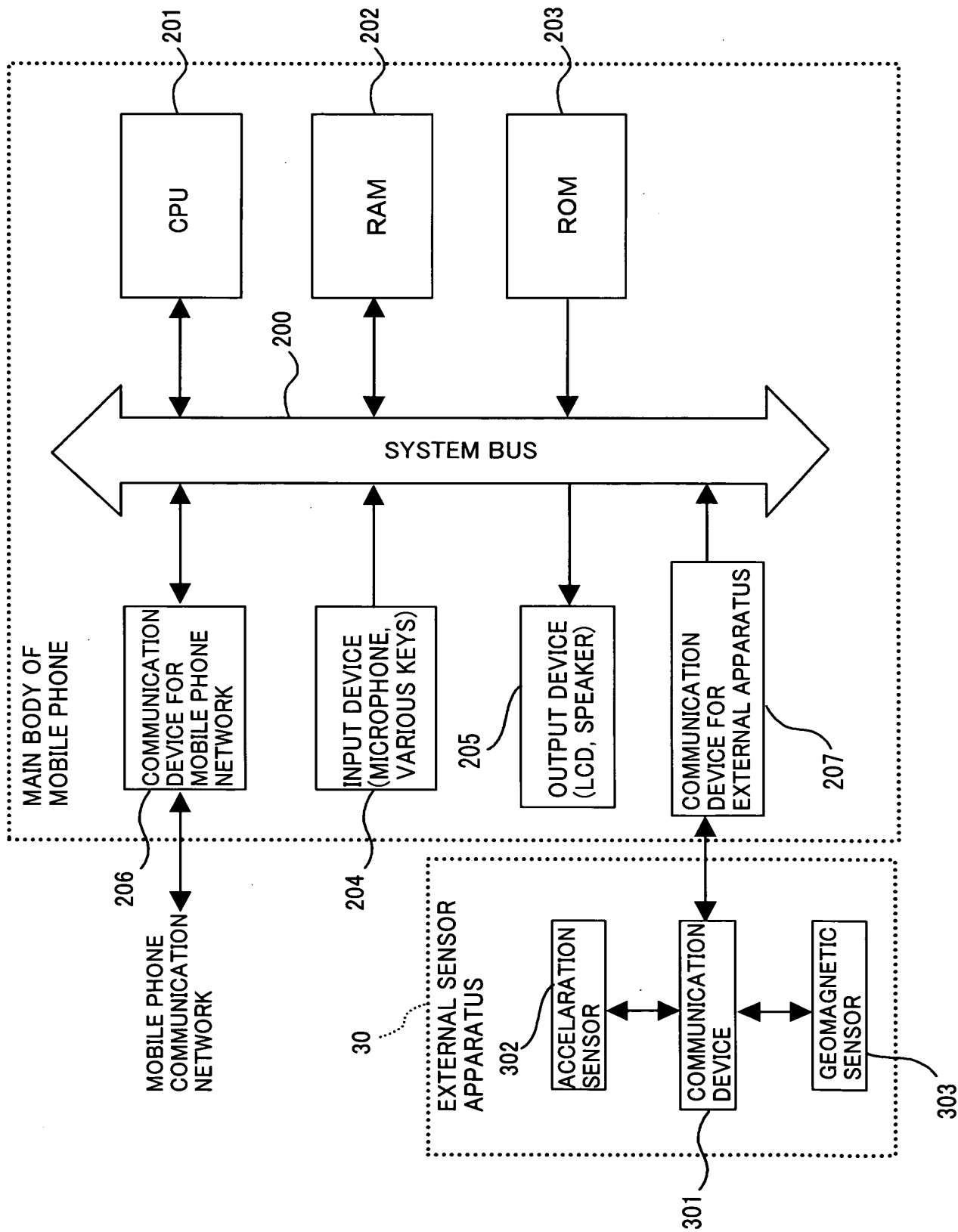
[Fig. 2]



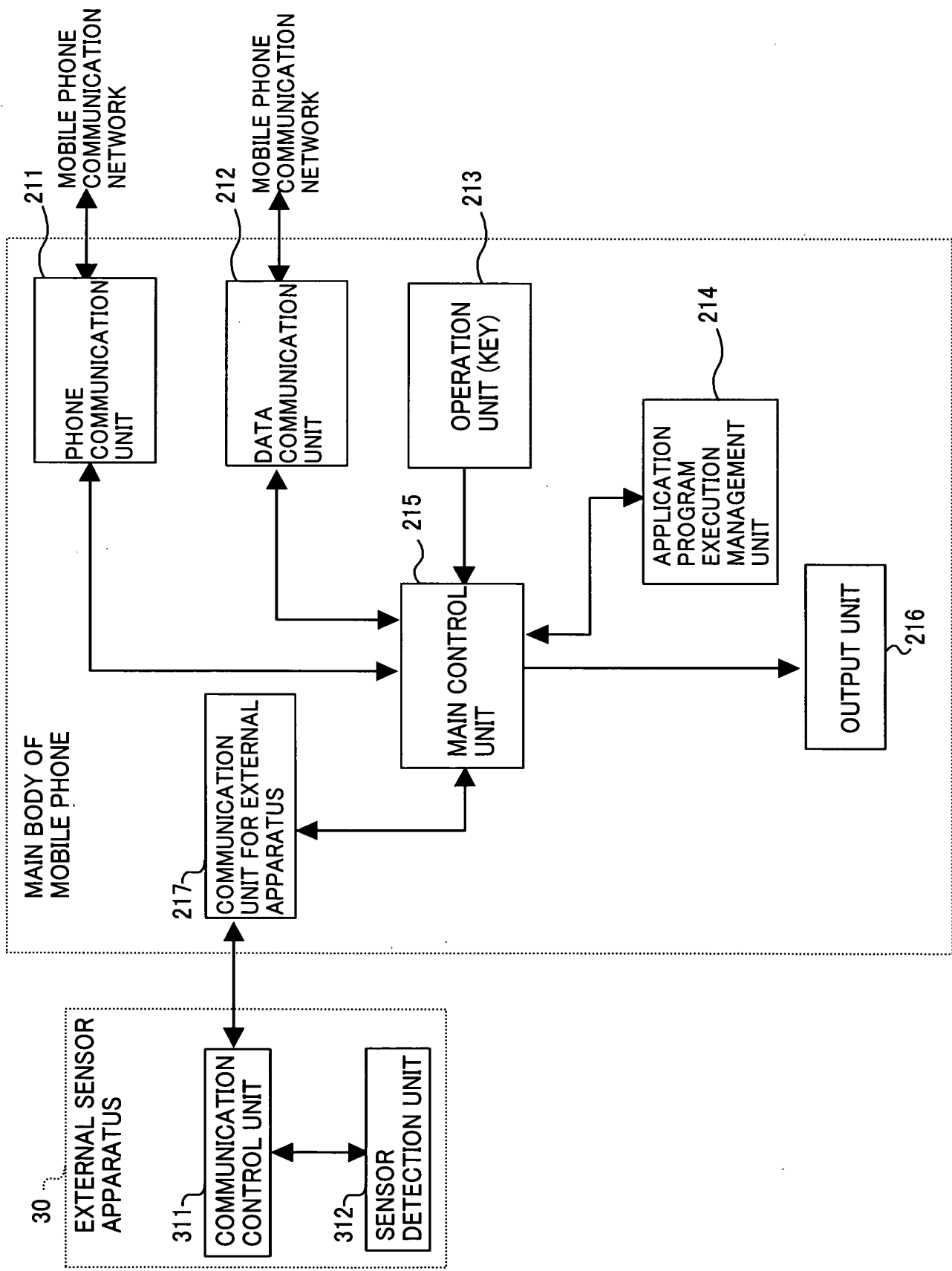
[Fig. 3]



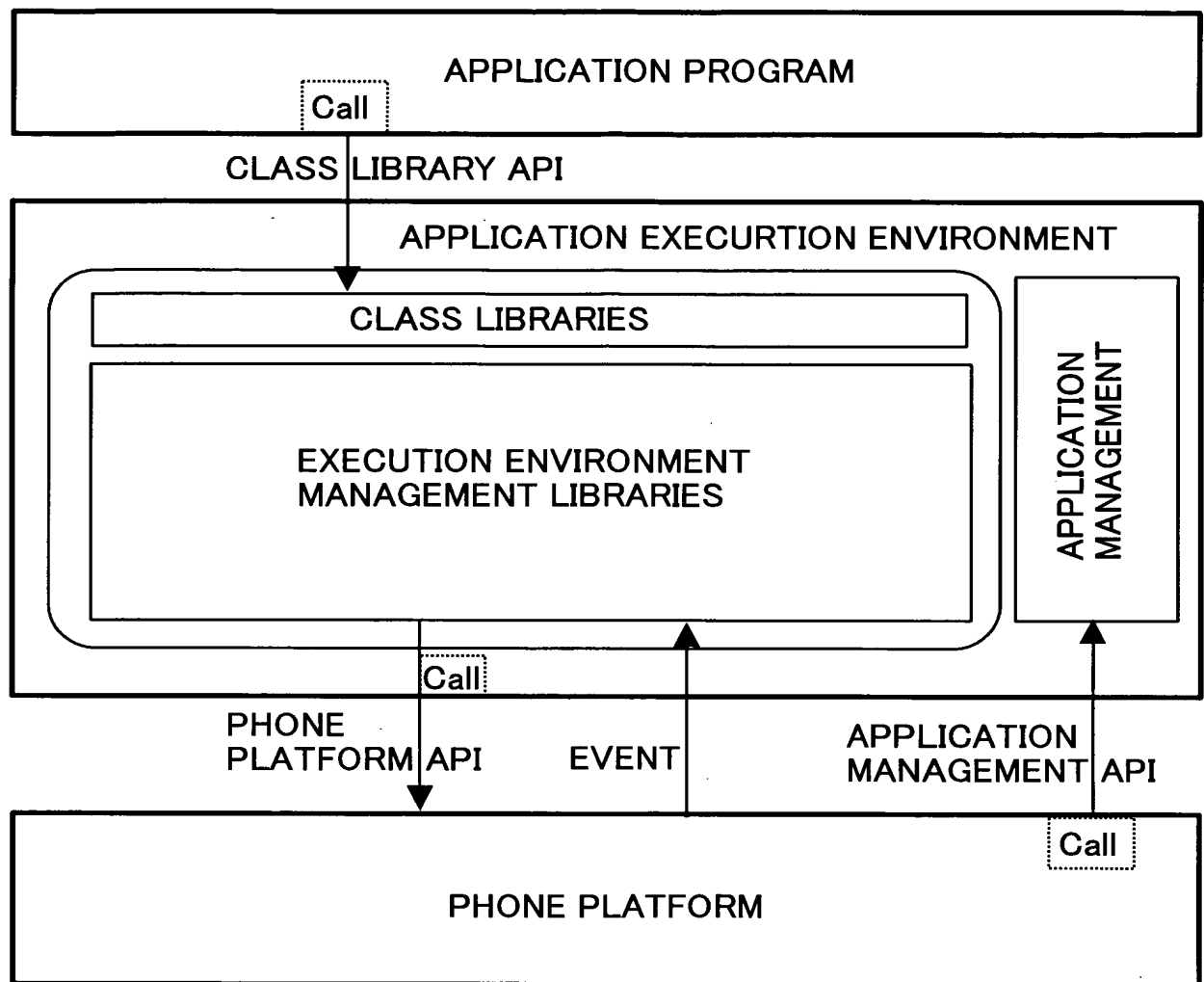
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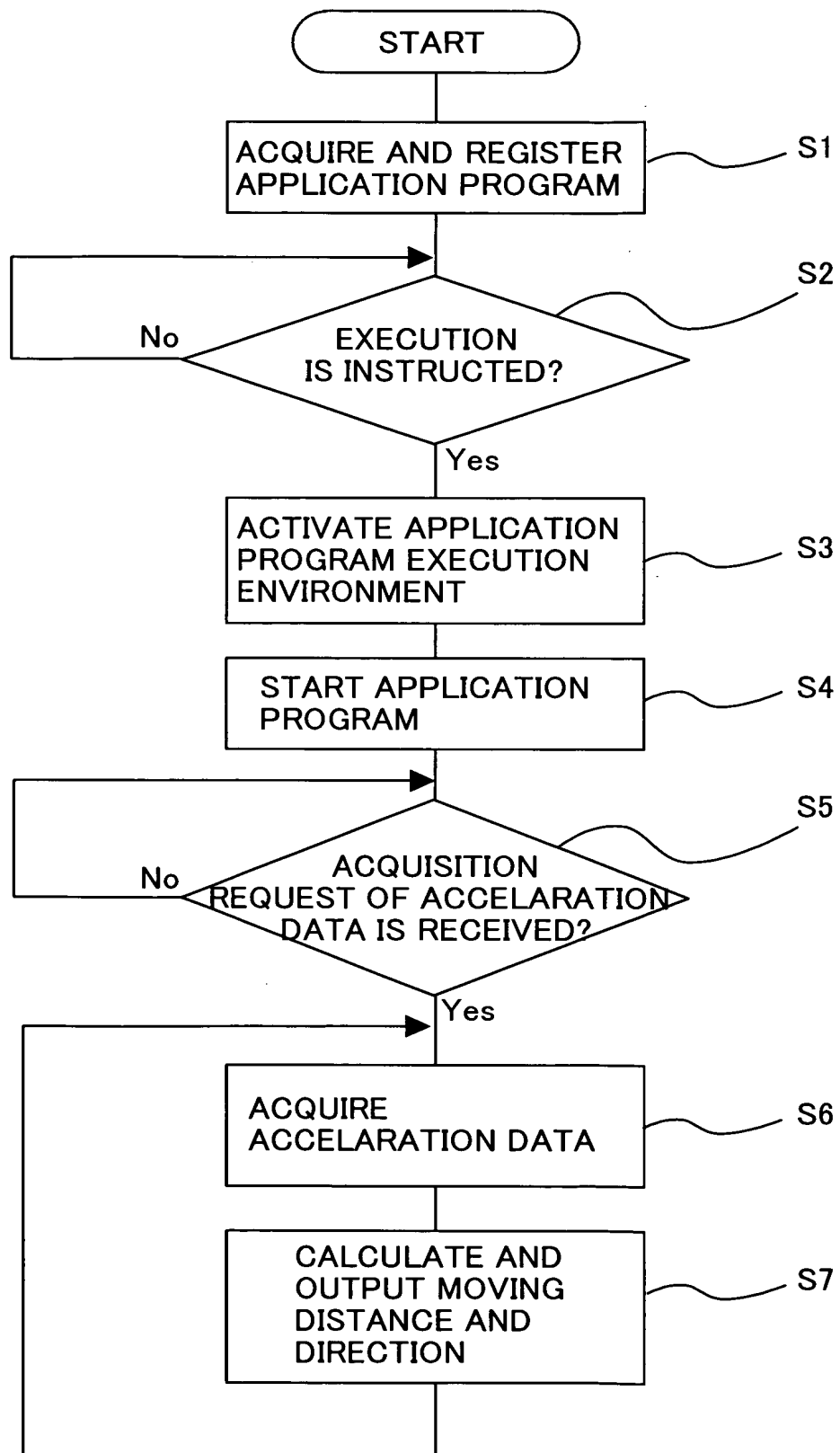
[Fig. 5]



[Fig. 6]



[Fig. 7]



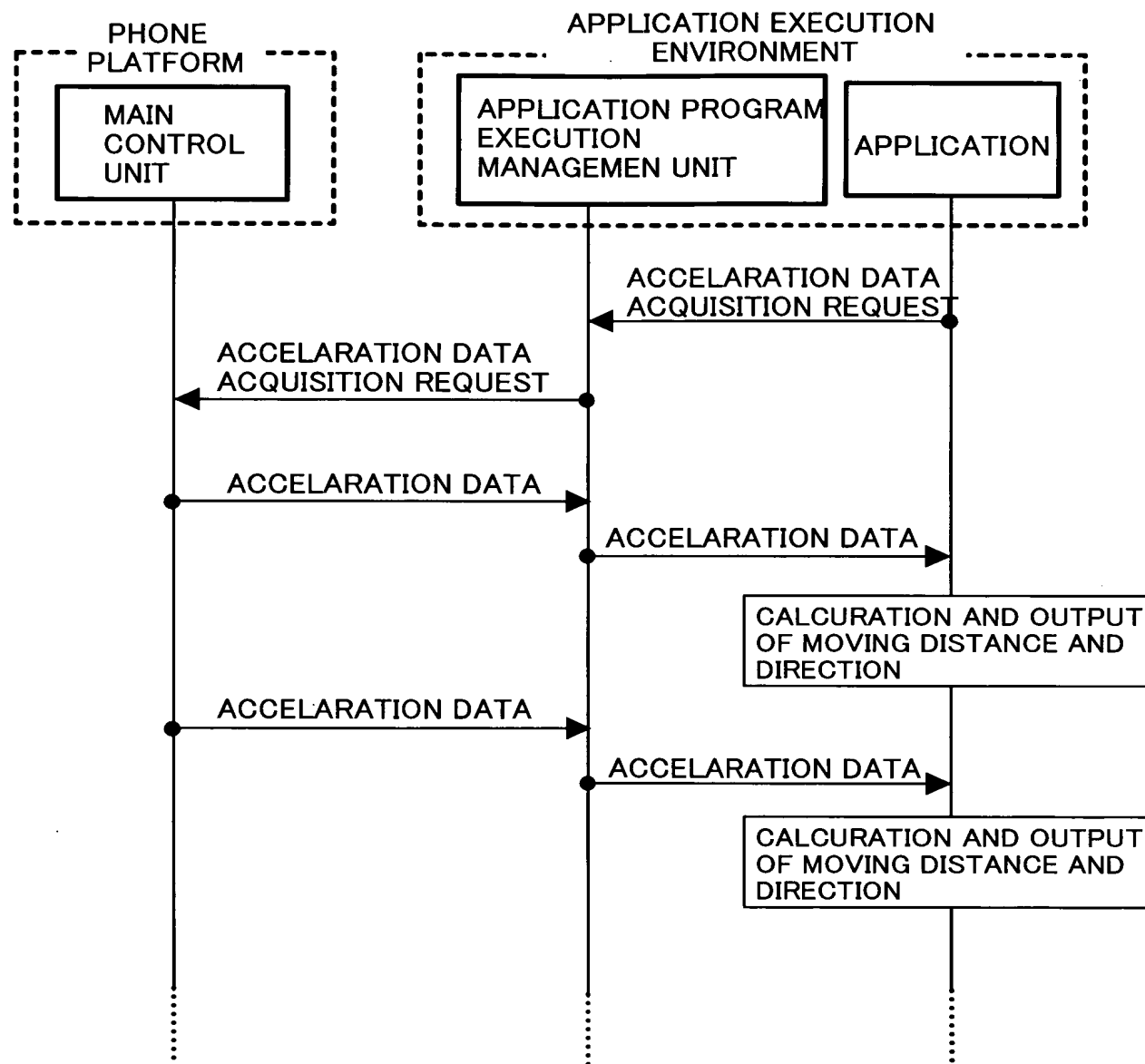
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sequenceDiagram
    participant P as PHONE PLATFORM
    participant A as APPLICATION EXECUTION ENVIRONMENT
    participant M as MAIN CONTROL UNIT
    participant APM as APPLICATION PROGRAM EXECUTION MANAGEMENT UNIT
    participant APP as APPLICATION

    P->>A: ACCELERATION DATA ACQUISITION REQUEST
    A->>M: ACCELERATION DATA
    M->>APM: ACCELERATION DATA
    APM->>APP: ACCELERATION DATA
    APP->>A: CALCURATION AND OUTPUT OF MOVING DISTANCE AND DIRECTION
    A->>M: ACCELERATION DATA
    M->>APM: ACCELERATION DATA
    APM->>APP: ACCELERATION DATA
    APP->>A: CALCURATION AND OUTPUT OF MOVING DISTANCE AND DIRECTION
  
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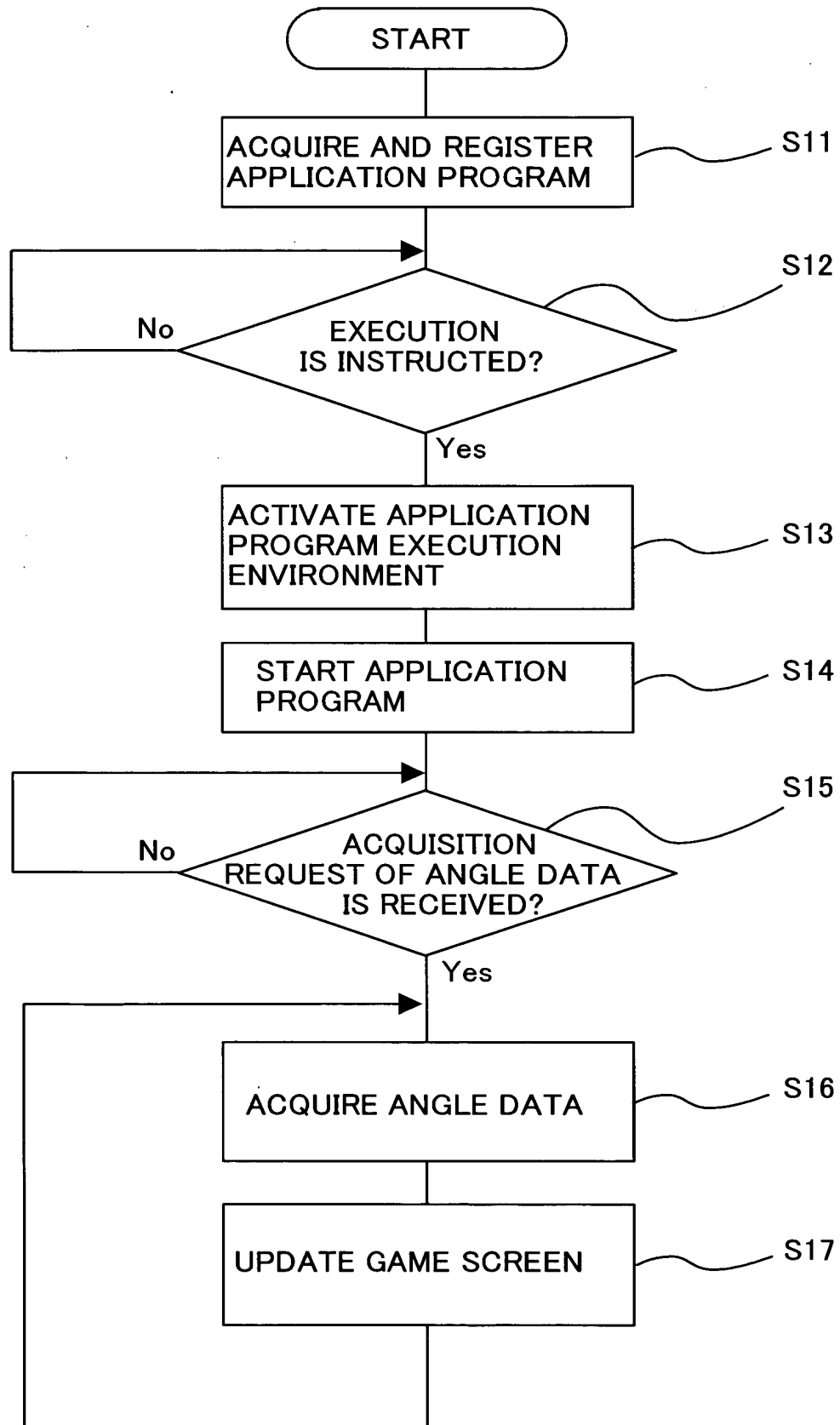
The diagram illustrates the interaction between the PHONE PLATFORM and the APPLICATION EXECUTION ENVIRONMENT. The PHONE PLATFORM contains the MAIN CONTROL UNIT. The APPLICATION EXECUTION ENVIRONMENT contains the APPLICATION PROGRAM EXECUTION MANAGEMENT UNIT and the APPLICATION. The sequence of events is as follows:

- The PHONE PLATFORM sends an ACCELERATION DATA ACQUISITION REQUEST to the APPLICATION EXECUTION ENVIRONMENT.
- The APPLICATION EXECUTION ENVIRONMENT sends ACCELERATION DATA to the MAIN CONTROL UNIT.
- The MAIN CONTROL UNIT sends ACCELERATION DATA to the APPLICATION PROGRAM EXECUTION MANAGEMENT UNIT.
- The APPLICATION PROGRAM EXECUTION MANAGEMENT UNIT sends ACCELERATION DATA to the APPLICATION.
- The APPLICATION sends a message (CALCURATION AND OUTPUT OF MOVING DISTANCE AND DIRECTION) back to the APPLICATION EXECUTION ENVIRONMENT.
- The APPLICATION EXECUTION ENVIRONMENT sends ACCELERATION DATA to the MAIN CONTROL UNIT.
- The MAIN CONTROL UNIT sends ACCELERATION DATA to the APPLICATION PROGRAM EXECUTION MANAGEMENT UNIT.
- The APPLICATION PROGRAM EXECUTION MANAGEMENT UNIT sends ACCELERATION DATA to the APPLICATION.
- The APPLICATION sends a message (CALCURATION AND OUTPUT OF MOVING DISTANCE AND DIRECTION) back to the APPLICATION EXECUTION ENVIRONMENT.

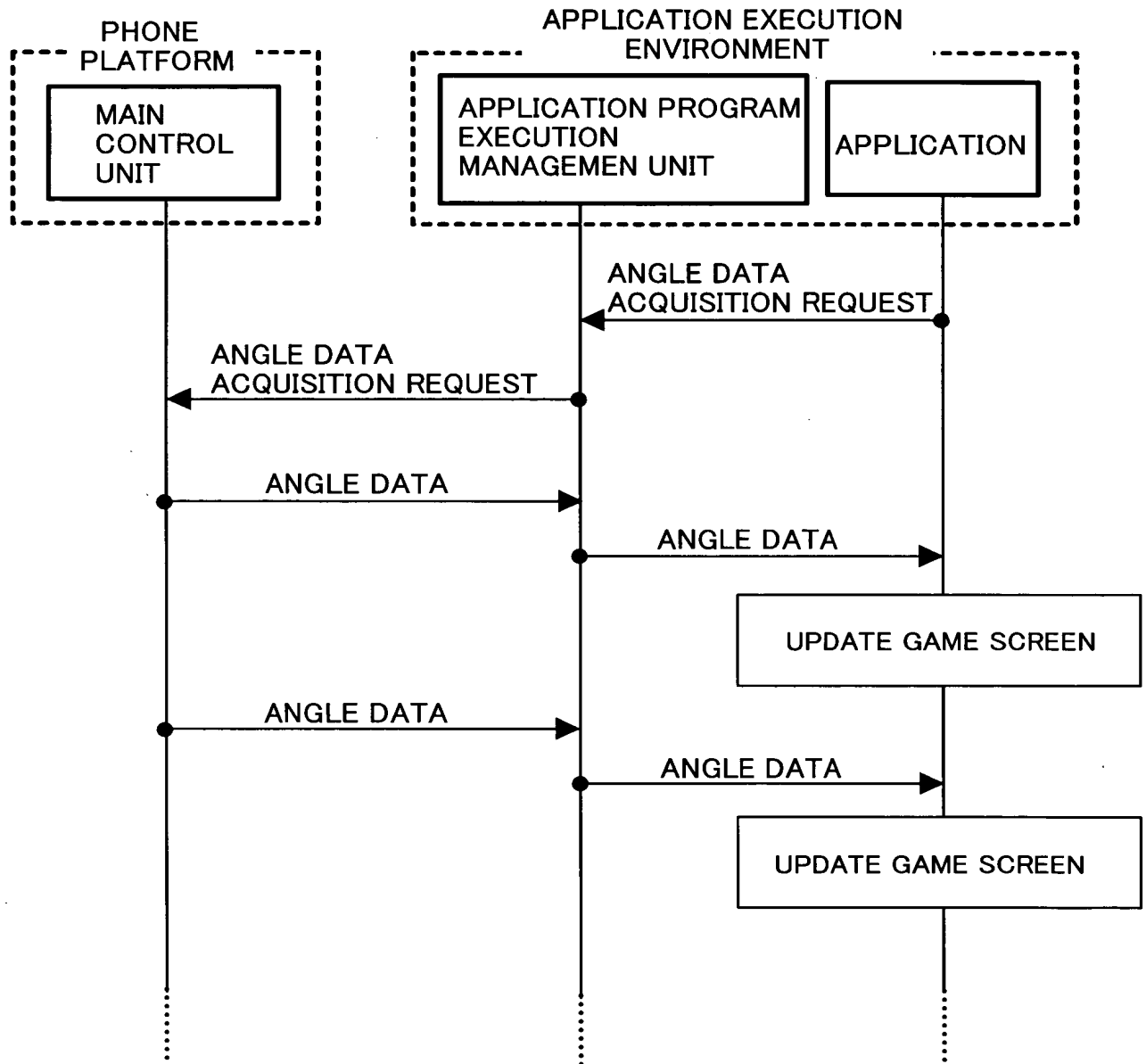




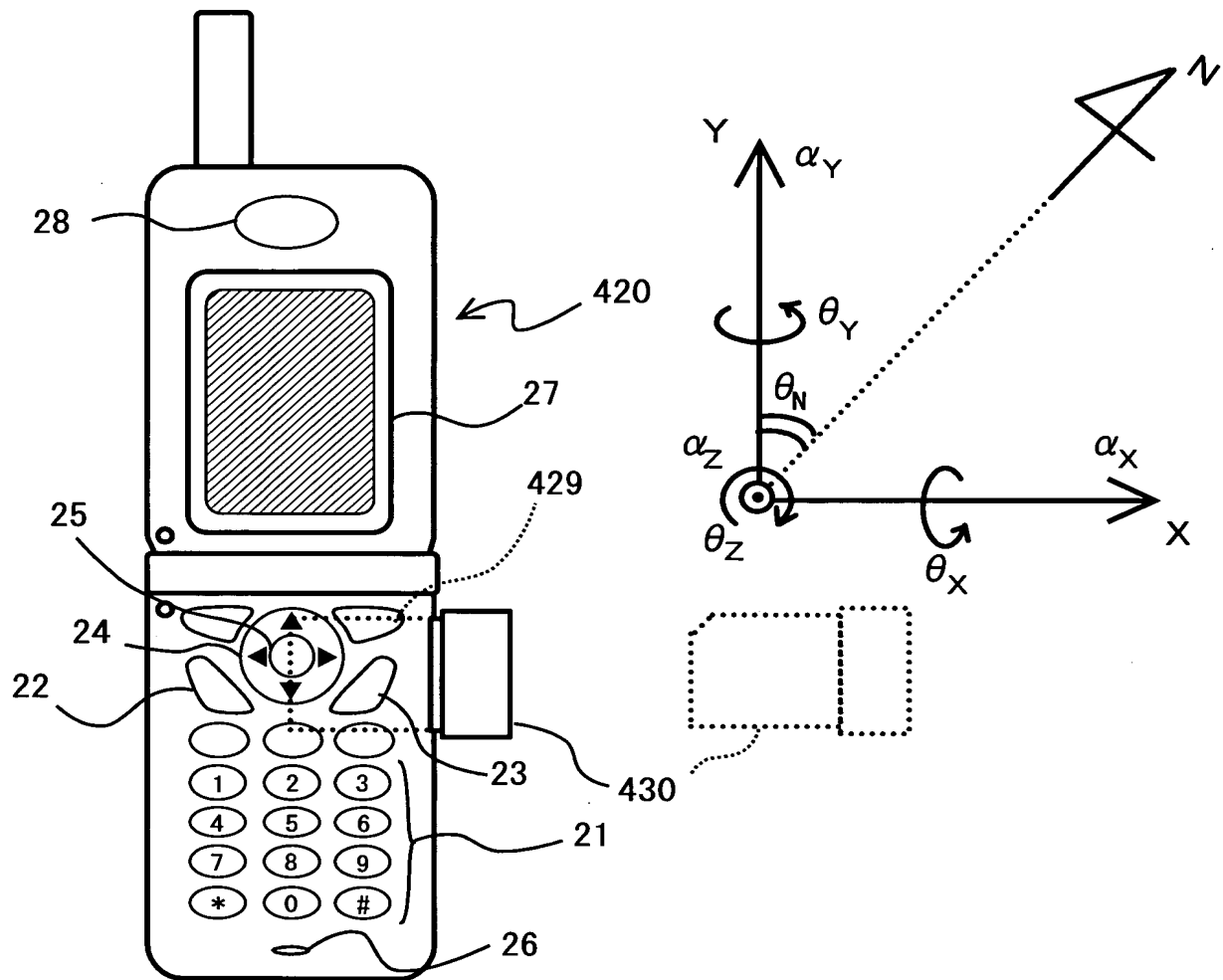
[Fig. 9]



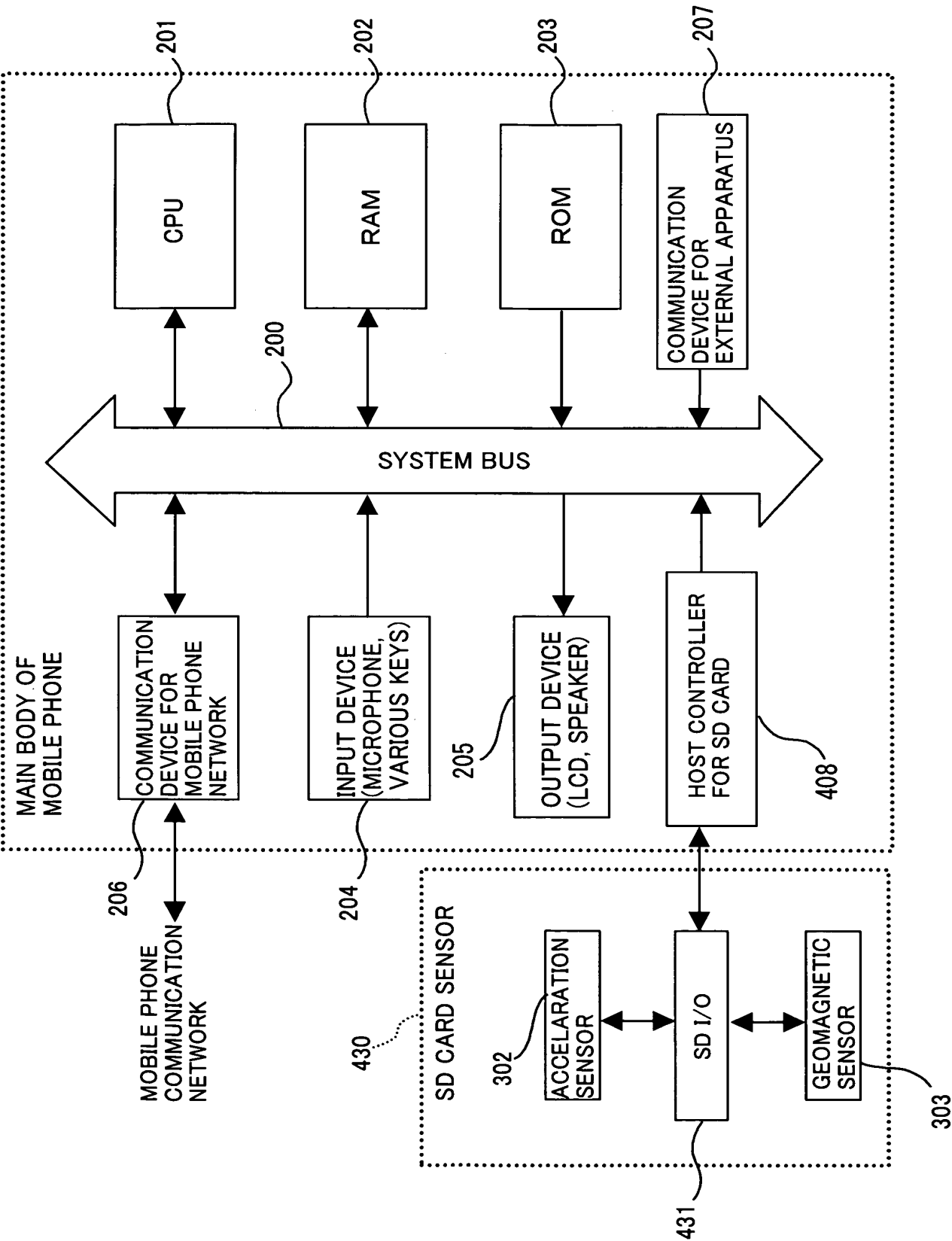
[Fig. 10]



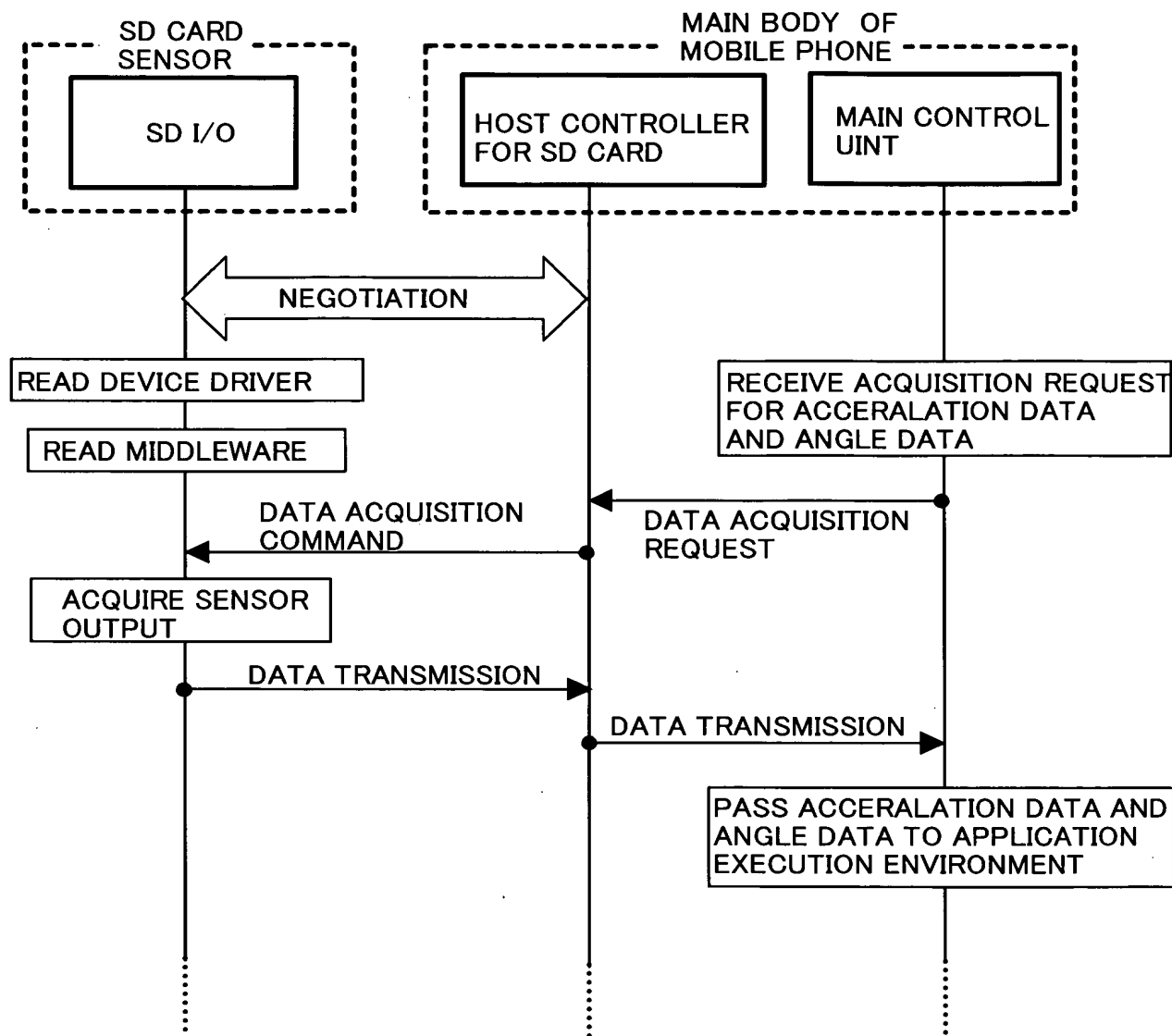
[Fig. 11]



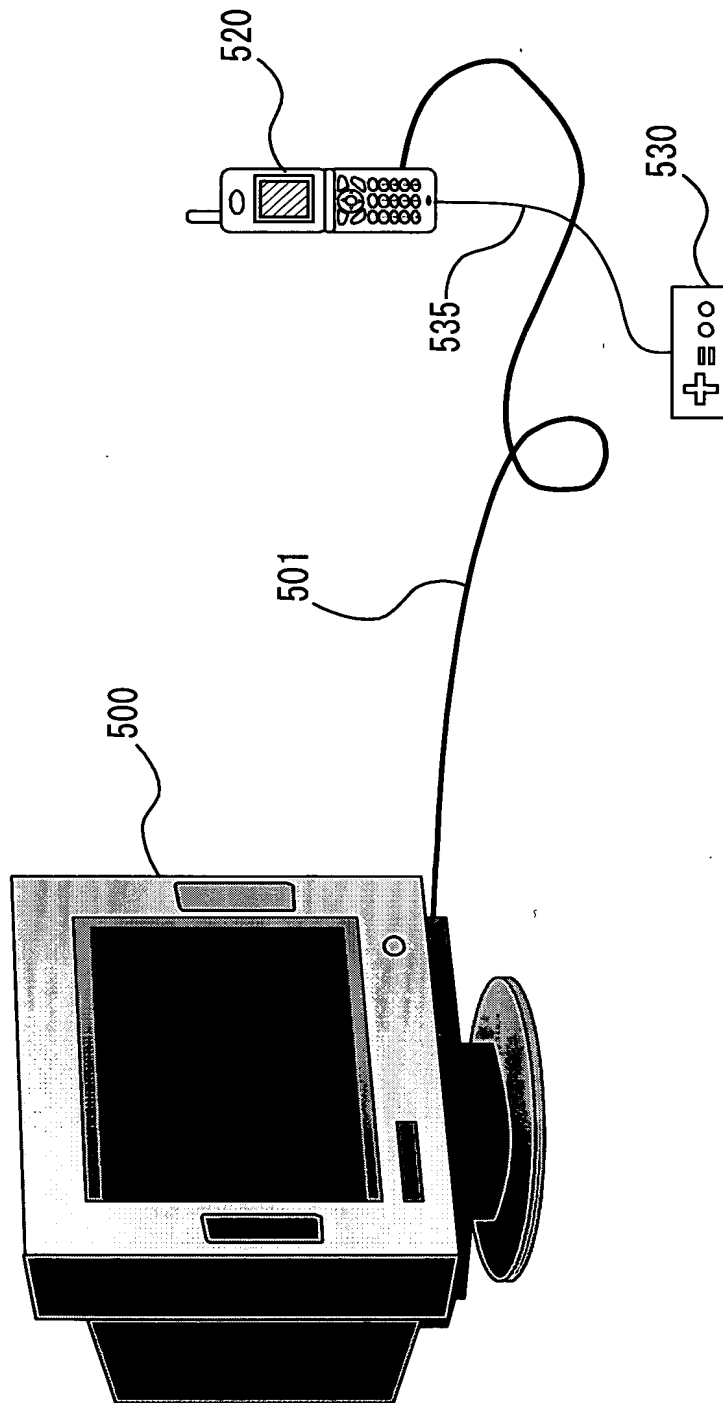
[Fig. 12]



[Fig. 13]



[Fig. 14]



[Fig. 15]

